



DRAGONS OF AUTUMN

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INTRODUCTION

Bring the chairs. That's a good girl. And I want one, right here," the old man gestured at a spot in front of the firepit. "For me."

"Are you giving a party, Old One?" Tika asked as she carried over the most comfortable, well-worn chair in the Inn.

"A party?" The thought seemed to strike the old man as funny. He chuckled. "Yes, girl. It will be a party such as the world of Krynn has not seen since before the Cataclysm! Be ready, Tika Waylan. Be ready!"

He patted her shoulder, tousled her hair, then turned and lowered himself, bones creaking, into the chair.

Tika went to pour the ale. It wasn't until she had brought the old man his drink and gone back to her sweeping that she stopped, wondering how he knew her name.

Dragons of Autumn Twilight

By Margaret Weis and Tracy Hickman

Welcome back to where it all started.

In 1984, players of DUNGEONS & DRAGONS were introduced to a world they had never seen before, one which would not only challenge their views of epic fantasy, but usher in a whole era of adventure rich in plot and characterization. Dungeon crawls and wilderness treks were now painted upon a canvas of war, discovery, romance, and betrayal. The heroes became household names for fantasy fans: Raistlin & Caramon, Tanis & Sturm, Flint & Tasslehoff, Goldmoon & Riverwind. The novels became *New York Times* bestsellers and launched the careers of many creative writers, designers, and artists whose work graced the pages of adventure modules, art calendars, and books. And it all began here.

Dragons of Autumn combines the classic DRAGONLANCE adventure modules *Dragons of Despair*, *Dragons of Flame*, *Dragons of Hope*, and *Dragons of Desolation*, revised and repackaged to represent more than twenty years of one of fantasy's most enduring sagas. You will need the DUNGEONS & DRAGONS *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, the DRAGONLANCE *Campaign Setting*, and the *War of the Lance Campaign Setting Companion* to get the most out of this adventure. Although this adventure makes use of the *Towers of High Sorcery* sourcebook, *Holy Orders of the Stars* sourcebook, and the *Bestiary of Krynn* sourcebook, these books are optional and all necessary information is provided.

If you are the Dungeon Master, it is strongly suggested that you read this adventure from start to finish, making notes as necessary and paying particular attention to the pacing, themes, and major encounters of each chapter. If you are one of the players, congratulations! Whether you play as one of the original Innfellows or a hero of your own creation, now is the time to stop reading, grab your dice and pencils, and get ready to play the adventure that started it all!

ADVENTURE BACKGROUND

Five years ago, a band of good friends frequented the Inn of the Last Home, the most popular tavern and inn in the treetop city of Solace. They made a pact to go off on their own in search of some sign of the true gods, agreeing to meet back at the Inn of the Last Home on that day five years later. Each taking a different path, they set out for the far corners of Ansalon. Now the heroes, known as the Innfellows, return to their hometown after finding only futility—the true gods seem to be well and truly gone. However, at the very least, they can look forward to a warm fire, a good meal, and the companionship of their dearest friends upon their return.

Unfortunately, they find that Solace has changed in their absence. The Seekers, a misguided religious sect of questionable sincerity, have become the temporal rulers of Solace, governing the region from the nearby Lordcity of Haven. Rumors of war and whispers of monsters and death circulate among the farmers and townsfolk in hushed voices. Solace has changed, and that change promises to become even more drastic.

CHARACTERS IN THE ADVENTURE

This adventure is designed to support the players taking on the roles of the classic Innfellows, the Heroes of the Lance. However, it is flexible enough that it can also be played using characters of the players' own design, as long as certain vital character archetypes are represented. This section explains how to go about using the classic characters or facilitating the creation of original characters that fit into these archetypes.

PLAYING THE INNFELLOWS

If you and your players elect to play this adventure with the original Heroes of the Lance, you'll find stat blocks for them in Appendix Two on page 173. Feel free to make adjustments to them as you see fit; however, before making a major change, examine the adventure carefully to be certain you're not removing a vital aspect of the character. Each pregenerated character has starting equipment packages assigned from the sample packages available to all original characters.

The Heroes of the Lance begin at 5th level. At the start of the adventure, the following are available as player characters: Tanis Half-Elven, Sturm Brightblade, Raistlin Majere, Caramon Majere, Tasslehoff Burrfoot, Goldmoon, Riverwind, and Flint Fireforge. Gilthanas-Kanan and Tika Waylan begin the adventure as NPCs; they become available for use as player characters later, or they may remain NPCs.

PLAYING OTHER HEROES

You and your players may instead decide to play your own heroes or to replace certain members of the classic lineup. If you choose to go this route, one of the first things to

do is to decide at what level the characters should start the adventure. The adventure itself was designed for eight 5th level player characters (the original Heroes of the Lance). This translates to 7th level in terms of the classic four-member balanced party of a fighter, cleric, wizard, and rogue. If your game group decides to use their own characters (or a smaller subset of the original heroes), be sure to keep this in mind.

When designing your own player characters, be certain to cover all the Major Archetypes (discussed below). A character may fulfill more than one archetype.

APPROPRIATE RACES

Most standard player character races can be used without difficulty. Humans, making up the majority of the residents of Abanasinia, are the obvious choice. Half-elves, kender, and half-kender are almost as easy to work in. Neidar (hill) dwarves are very appropriate, but any of the mountain dwarf clans need an explanation of why the character isn't in Thorbardin. Similarly, a full-blooded elf (of any of the nations) or a gnome needs a backstory explaining why he's not at home with his people.

More exotic and monstrous races are more difficult to explain but certainly not impossible. Because the adventure begins at a higher level, it presents a good opportunity for a player who wants to try a race with a level adjustment, such as a centaur. Half-ogres have potential. Full-blooded ogres, minotaurs, and sea elves are extremely unusual in this part of Ansalon at this point in time. A goblin is a playable, if weak, character. A hobgoblin would make an interesting foil for one of the villains in the story.

Only a few races are completely inappropriate. Tarmak are unknown on Ansalon at this time. Draconians are the enemy and could not possibly be a hero at this point in history.

APPROPRIATE CLASSES

Almost any class appropriate for *DRAGONLANCE* in general would be appropriate in this adventure. However, keep in mind that this adventure occurs in the Age of Despair. Two important conditions of the universe exist that restrict appropriate classes.

First, the gods are absent at the start of the adventure. Characters may have levels of cleric, but unless they serve an Evil god, they gain no god-granted class features (supernatural and spell-like abilities or spellcasting) from this class. Clerics of the Good and Neutral pantheons do

not have these abilities until after the *Disks of Mishakal* are found, and the Prophet and Elistan bring news of the gods to the people. Similarly, other divine spellcasters (ranger, druid, and paladin) do not have their god-granted abilities. If a player chooses to take a level of one of these classes, the character must read the *Disks of Mishakal* or be ministered to by either the Prophet or Elistan (after his conversion),

and then devote himself to a god in order to gain the benefits of the class.

Additionally, the Summer of Chaos that will re-introduce ambient magic to mortals is still many decades away; mystic is therefore an unavailable class. The bard class may not cast spells. Levels of sorcerer may only be taken by those creatures that have access to ambient magic to begin with: dragons (including

bozak draconians), fey, and other natural spellcasters.

Ordinary mortals (such as the heroes) will not have access to this class.

MAJOR ARCHETYPES

These are the major archetypes that should be fulfilled in the adventure. If your players create their own characters, be certain that these four archetypes are represented. Having the players talk over their various concepts and ideas, and letting them decide among themselves which archetypes they would like to play, allows them to agree on these roles and work toward a complementary group similar to the original Innfellows.

THE PROPHET

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Prophet is chosen by the gods of Light to hear Mishakal's calling. She obtains the *Blue Crystal Staff* and, using it, retrieves the *Disks of Mishakal*—the holy scripture that will return knowledge of the gods to the people.

THE CLASSIC CHARACTER

The plainswoman Goldmoon was chosen by the goddess Mishakal to bear the ancient artifact known as the *Blue Crystal Staff*. As the Prophet, Goldmoon is fated to bring the knowledge of the true gods back into the world. While she does not fully comprehend how to accomplish this, she has accepted the responsibility of this task. Although her possession of the *Blue Crystal Staff* places her in great danger from those who desire or fear its powers, Goldmoon stands resolute and bold in the face of that



threat. Raised as royalty among her people, Goldmoon is not afraid to take a commanding role when one is needed, but she also has the wisdom to allow others to lead when necessary. She is soft-spoken but always maintains an air of confidence and dependability.

WHAT COULD REPLACE THE CHARACTER

This adventure requires a cleric, for healing during and after combat if nothing else. If Goldmoon is not used, another character with a spiritual outlook (whose player is willing to take at least one level of cleric after retrieving the *Disks of Mishakal* from Xak Tsaroth) should be created. The NPC Elistan is intended to become the shepherd of the people, so the player taking on the role of Prophet need not be purely devoted to taking levels of cleric. This character must be of good moral alignment.

THE LEADER

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Leader is the face of the group. He does the talking in delicate social situations; he negotiates with friends and enemies when appropriate. He is trusted to make many decisions on behalf of the entire party.

THE CLASSIC CHARACTER

Among the original Innfellows, Tanis Half-Elven reluctantly takes on the role of the Leader archetype. Although he often doubts himself, his companions frequently look to him for guidance and direction. Being a half-elf, Tanis has a unique outlook on life. He understands being a victim of prejudice and is never quick to judge or underestimate a person he meets. His long life and wanderings have made him one of the more worldly and experienced of the companions. Tanis often broods over internal conflicts, but he is careful to conceal his true emotions. He doubts his leadership abilities. He struggles over his love for both the human Kitiara and the elf maid Laurana, and he is at odds with his mixed heritage. In his leadership role, Tanis understands the strengths and weaknesses of his companions; he works to bring out their best in any situation. If there is a diplomatic solution to a situation, Tanis will usually be the first to take advantage of it.

WHAT COULD REPLACE THE CHARACTER

Any charismatic character with a sense of responsibility can fill this role. The other characters should like and trust him, even if he doesn't trust himself. It's unlikely a wizard can fill this role, but many other classes can; a noble or a charismatic fighter would be ideal.

THE ROGUE

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Rogue is usually the jack-of-all-trades. This archetype has a wide array of skills at his disposal. He regularly uses these skills to his own advantage, but he also often uses them to assist the other members of his party.

THE CLASSIC CHARACTER

The irrepressible kender Tasslehoff Burrfoot plays the Rogue archetype among the Innfellows. Being a kender, Tasslehoff grew up perfecting a number of skills that come naturally to those of his race; moving silently, hiding in shadows, and picking locks and pockets are all second nature to him. Tasslehoff's role as the Rogue presents him with challenges that other party members rely on him to overcome. He is employed as a scout to range ahead and find enemies before they find him or his companions. He is also known for acquiring items the party may need (and more than a few they don't). When the party is trapped, it is often Tasslehoff who finds a way out. Tasslehoff is energetic, intensely curious, and entirely fearless.

WHAT COULD REPLACE THE CHARACTER

There are certainly times when a character who knows how to sneak, pick locks, and get into places he's not supposed to be can be very handy. Rogues (of course) and rangers can fit role very well; a mariner might also work, or even a master with suitable specializations.

THE SAGE

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Sage is a central character in many fantasy tales. In this adventure, most of the heroes are ignorant of Ansalon's history, but it is through uncovering and understanding the past that the heroes prevail in particular tasks. The Sage is extremely important to the group's success throughout the adventure.

THE CLASSIC CHARACTER

The red-robed mage Raistlin Majere fills the role of the Sage archetype for the Innfellows. He is highly intelligent and has a thirst for knowledge. Raistlin is physically weak, his body broken by the Test of High Sorcery; therefore, Raistlin draws strength from his knowledge. He jealously guards it, doling it out in small portions. Raistlin has an air of mystery about him, and when he speaks, he is often biting and sarcastic. He keeps many things to himself and only reveals his knowledge if he believes it will further his own goals or will prove to others he is not as weak and helpless as they believe. He gains a measure of satisfaction in seeing others put his knowledge to use, especially when he uses knowledge to manipulate them to do his bidding.

WHAT COULD REPLACE THE CHARACTER

A wizard, though not required for *Dragons of Autumn*, is certainly useful. Spell support for the party is always extremely helpful, but the role of a Sage could be filled by a master with the sage focus or a rogue with a number of skill points dedicated to various knowledge checks. However, selecting those classes over wizard will lessen the overall combat effectiveness of the group.

ADDITIONAL ARCHETYPES

These are some additional archetypes that can be included in the adventure. Although they are not necessary, you may find that you have a more balanced party if the players in your group select one of each kind instead of doubling up.

THE RANGER

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Ranger is often seen as a dark and stoic warrior. The party relies on the Ranger for his combat abilities and his knowledge of wilderness and nature when traveling to distant lands. The Ranger archetype is not usually suited to take a leadership role as most rangers prefer not to deal with people in general.

THE CLASSIC CHARACTER

Riverwind fills the archetype of the Ranger for the Innfellows. He rarely speaks; when he does, it is short and to the point. Riverwind is content to follow Goldmoon on whatever path she may take, and he will serve and protect her with his dying breath. He will do the same for any of the companions he feels he can trust. The rest of the Innfellows depend on Riverwind for his skills in battle and wilderness survival. Since he is more of a follower than a leader, he is uncomfortable with giving orders and would prefer to perform missions on his own (or with Goldmoon) rather than take on any kind of leadership position.

WHAT COULD REPLACE THE CHARACTER

Any character with good fighting abilities and survival skills could fill this role. Player characters with the barbarian, fighter, or ranger classes are the most likely candidates to fill this archetype. Monks or nobles with skill points in survival would also make an interesting choice.

THE MENTOR

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Mentor archetype is a character who teaches by example, is a steadfast friend, and counsels the others using his life experience.

THE CLASSIC CHARACTER

The dwarven blacksmith Flint Fireforge plays the role of the Mentor for the Innfellows. He is not the strongest, most intelligent, or most skilled of the heroes, but Flint's wisdom and levelheaded outlook helps prevent the companions from making rash decisions. He works to keep the more chaotic members of the party in line and gives his council to the Leader when he feels it's necessary. Flint tends to grumble and complain, but he does it in a good-natured manner. When Flint perceives an injustice, he speaks up and doesn't dance around the subject. He speaks plainly and directly to the point. A Mentor must prove he is reliable, and there is no other character more reliable and loyal than Flint Fireforge.

WHAT COULD REPLACE THE CHARACTER

The most important aspects of filling this role are loyalty and friendship. Wisdom and old age would also seem to be a requirement, but they are not entirely necessary. Since these are roleplaying attributes, it does not matter what class a person plays. Any player who is willing to support the party as a whole, rather than looking out only for himself, would do well in this role.

THE PROTECTOR

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Protector is the archetype who is always willing to put himself in harm's way for the good of the party. He will step into any fight to shield the ones he loves.

THE CLASSIC CHARACTER

Among the Innfellows, Caramon Majere fills the role of the Protector. Caramon is a good-looking, strapping young man with a big heart. He cares deeply for all the companions and is always willing to place himself between them and any threat that may come their way. Caramon is protective of anyone who is physically weaker than himself, which is just about everyone. This is especially so for his twin brother Raistlin who is often sick. Caramon and Raistlin often fight back to back, combining their strengths and ensuring that Caramon can defend the wizard.

Riverwind, companion and defender of Goldmoon, also qualifies as a Protector.

WHAT COULD REPLACE THE CHARACTER

The role of the Protector will most likely be served best by a skilled warrior who can stand at the front of the party in any battle and is able to take a beating. Knights and fighters make the best protectors, although a barbarian could also fill the role.

THE IDEALIST

THIS ARCHETYPE'S ROLE IN THE ADVENTURE

The Idealist archetype is that of the beautiful, gifted, and doomed. This character in the story is fated to fulfill some destiny during the adventure and is willing to give up his life to accomplish this task.

THE CLASSIC CHARACTER

Sturm Brightblade has chosen to dedicate his life to the tenets of the Knights of Solamnia. In all aspects of his life, he tries to embody the ideals and principles of his knightly training. He would not willingly do anything to mar that image. As the Idealist archetype, Sturm is fated to a tragic end in order to pull together the crumbling organization of the Knights of Solamnia. He is a skilled warrior, willing to defend his friends at any cost.

Among the Innfellows, Sturm is not always understood. The rules by which he governs his life sometimes are at odds with the rest of the party. Tanis seems to have an uncanny ability to make Sturm realize that sometimes even the most rigid rules can be interpreted in different ways. As